Try our affiliated browser extension - redirect to BreezeWiki automatically!

Metinna

Search

Page theme default light dark

This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Metinna**.

This fan-fiction article, **Metinna**, was written by Witcher190. Please do not edit this fiction without the writer's permission.

Metinna (Elder Speech: *Estynedig Metynn*, *the Extended Plains*) was once one of several Nordling kingdoms founded south of the Amell Mountains. It was conquered by the Nilfgaardian Empire in 1241, becoming a vassal state, and by the early 1250s, despite retaining its vassal status, it was incorporated into the Province of Metinna together with the vassal kingdom of Maecht. This arrangement lasted until 1257, when, following the ascent of Emhyr var Emreis to power, the province was dissolved and both kingdoms ceased to be legally united under imperial administration, remaining instead as independent vassal states.

This change was reflected in Emhyr's own title, in which he was referred to as *"Lord of Metinna, Ebbing, Gemmera, and Sovereign of Nazair and Vicovaro."*

Contents

1. Administrative Division
2. Borders

Metinna

General information	
Variation(s)	Estynedig Metynn (Elder Speech)
Status	• Vassal Kingdom • Nilfgaardian Province (formerly) • Kingdom (formerly)
Ruler	Metinnese Dynasties
Societal information	

3. Climate
4. Culture
4.1. Accent
4.2. Arenas
4.3. Art
4.3.1. Music
4.4. Customs
4.5. Domesticated Animals
4.6. Education
4.7. Magic
4.8. Mentality
4.9. Slavery
4.10. Social Structure
4.11. Weapons Laws
4.12. Writing System
4.13. Women's Rights and Sexual Minorities
5. Demographics
6. Economy
7. Etymology
8. Fauna and Flora
9. Examples of Metinnese Names
9.1. Male Names
9.2. Female Names
9.3. Unisex Names
9.4. Surnames
10. Geography
11. Government
12. History
12.1. Ancient Times
12.2. The Age of False Harmony
12.3. The Arrival of Humans
12.4. The Equine Wars
12.5. Arrival of the Nordlings and the Era of the Three Kingdoms
12.6. Expansion of the Kingdom of Metinna
12.7. The Sangreal Empire
12.8. The Metinnese Influence

Official Language	Nordlingaen
Demonym	Metinnese
Religion	Bendisianism

12.9. Reign of Zivelina
12.10. Conquest of Metinna
12.11. The Province of Metinna
12.12. The Metinnese Rebellion
12.13. Distant Future
13. Language
14. Monsters
15. Non-humans
15.1. Vampires
15.2. Witchers
16. Notable Locations
16.1. Arenas
16.2. Castles/Keeps/Citadels
16.3. Cities
16.4. Forts
16.5. Hamlets
16.6. Lakes
16.7. Mountains
16.8. Magic Academies
16.8.1. Female
16.8.2. Male
16.9. Regions
16.10. Rivers
16.11. Ruins
16.12. Towns
16.13. Valleys
17. Religion
18. Toponymy
19. Image Credits
20. Trivia

Administrative Division

Metinna, like other countries, is divided into regions. In this case, these regions are governed by the highest-ranking members of the nobility. Each region is further divided into demarcations, controlled by mid-ranking nobles, which in turn may be subdivided into quadrants, overseen by members of the lower nobility.

The smallest administrative unit is the city, governed by the noble rank closest to the common people within the national aristocracy, known as the raised nobility.

The country is divided into a total of seven regions: *Bruuktra Heath*, *Mag Deira*, *Mag Turga*, *Menton*, *Metinna Corridor, Mil Trachta*, and *Oudshelen*. Each region is divided into fourteen demarcations, which are further subdivided into a total of twenty-one quadrants. Each quadrant contains approximately seven cities, along with an uncountable number of villages, towns, hamlets, and similar settlements.

Borders

Metinna borders Maecht and Ebbing to the south, with the Yelena and Sylte rivers acting as a natural boundary between the three territories. To the north it borders Nazair, with the Yellen River likewise serving as a natural frontier along with parts of the Yelena as well, together with the Highlands of Mag Turga. To the east it borders Gheso, and to the west, the Great Sea.

Climate

Since most of the country consists of plains, most of the little rainfall that reaches Metinna comes from the coast, and only falls there when the air masses are heavily laden with moisture. As a result, unlike many other Nordling-inhabited territories, the climate more closely resembles what one would find farther south, such as in the Lower Alba region, that is, the heartland of the Empire.

Culture

Accent

When speaking Nordling Common, the standard Metinnese accent features a rhythmic and sharp pronunciation, with a tendency to roll the "*r*" sound. Consonants are enunciated with precision, creating a distinct and expressive cadence. The accent is characterized by its melodic flow and clear articulation.

Arenas

To release their emotions, the Metinnese are very fond of arenas, whether as participants or as spectators. In fact, they are so popular that Metinna far surpasses the Lower Alba in the number of arenas it possesses. Their sheer quantity is such that many were built hastily, and as a result, they are considered by many foreigners to be rather unsanitary.

Art

Art in Metinna, at least as far as music and literature are concerned, is heavily influenced by trends from Toussaint, due both to geographic proximity and to the image the Toussaintois themselves cultivate as masters of those disciplines.

Painting, architecture, and sculpture, by contrast, are characterized by a style known as settled etherealism. This style employs thick yet refined strokes that give rise to strongly defined forms, which act as substitutes for shadow and volume precisely because of their breadth—that is, their "*thickness*."

In architecture, this is reflected in the use of constructions featuring wide pillars, square domes, thick walls, and many similar elements. These structures are then carefully worked to give them a delicate and ethereal appearance, replacing shadow and volume in a manner comparable to painting, but applied instead to a physical, almost sculptural medium.

In sculpture, as might be expected, similar methods to those used in architecture are applied, though focused on transforming stone into individual pieces rather than on construction. In this case, pumice stone is favored, due to its natural structure, which lends itself particularly well to this artistic approach.

Music

As mentioned before, Metinnese music closely resembles that of Toussaint. The most notable differences are that its rhythms are often set in a 2×6 pattern, and that wind instruments are frequently replaced by filled idiophones which, depending on the area where they are struck, produce different notes.

Customs

Each region of Metinna has its own distinct customs. Toward the east, these tend to be influenced by the Markee or the Magturgans (that is, the blend of Markee, Wozgor, and Nordlings), while farther west they are more heavily influenced by Nordling

traditions. Nevertheless, some elven and bobolak customs survive to this day, and there are also practices shared across the entire country.

Among these common customs are greeting male acquaintances informally by bumping elbows, and female acquaintances with a handshake; wearing red during mourning; observing a holiday at the end of every month; resting on Monday afternoons and then taking all of Tuesday and Wednesday off, instead of the more typical Friday afternoon and full Saturday and Sunday; scheduled drinking breaks (with the beverage varying by region) in the mid-morning, at midday, and sometimes at midnight depending on one's profession; and the exemption of cooks and merchants (and by extension professions closely associated with them) from conscription in times of war, among many others.

Domesticated Animals

Due to their religion—beyond animals raised for consumption—as well as the region's orography, one of the most widely domesticated animals in Metinna, to the point of being comparable to dogs and cats elsewhere, is the fox. Foxes fulfill roles as companions, guard animals, and pest controllers. Most strikingly—and in an ironic twist given their behavior in other regions—they are more than capable protectors of chickens.

Other notable domesticated animals alongside the fox include various birds of prey, used both for hunting and as messenger birds; bees for the production of honey and wax; and chinchillas, kept both as pets and for the production of luxury furs.

Education

As in other Nordling countries, education in Metinna is the domain of the upper classes. However, there is a notable difference. In any profession—especially those requiring complex training, and therefore accessible only to the aforementioned elite—it is necessary to have a patron or a figure of faith (depending on the nature of the profession). This person effectively vouches for one's education, ensuring it is not considered a waste of time.

This requirement stems from a deeply rooted Metinnese value: much like the Nilfgaardians, they despise the wasting of time. Education is therefore seen not as an abstract pursuit, but as an investment that must be justified by talent, purpose, and endorsement.

Magic

Magic in Metinna, as in other Nordling lands, is the domain of wizards. The main difference compared to other Nordling territories lies in the fact that Metinna was a pioneer in the political involvement of mages, and in the gradual replacement of druids by them. This process went so far that the country even had a sorceress-queen, Zivelina, on the throne.

However, due to Metinna's remoteness—and the costs associated with it—from the renowned magical academies of Aretuza, Ban Ard, or the academies of the Empire, very few Metinnese mages are able to study at those institutions. As a result, most attend two national schools of magic, lesser-known but still effective in their role: a female academy, Brixit, and a male academy, Taranis.

Mentality

Among all Nordlings, the Metinnese are considered the ones most similar to the Nilfgaardians, despite not having been excessively influenced by them. Perhaps for this reason, the first major rebellion only took place twenty years after the conquest, following the Empire's defeat at Sodden. They are described as sober, serious, elegant, and meticulous, as well as charismatic, though somewhat rigid in matters where they believe they hold authority over others, and prone to repressing their emotions excessively.

They are characterized by possessing a wild side that tends to surface either when their bodies can no longer endure restraint, or through the use of various substances capable of lowering inhibitions. In fact, Metinnese festivities are famous—or rather infamous—for the chaos they leave behind. There is even a popular Nazairi proverb that captures this well: "*More of a surprise that a gift child after a Metinnese party*."

Slavery

Despite being an imperial vassal, Metinna does not practice slavery. The closest equivalent is a system known as praestation. This should not be confused with hiring someone of a given profession to perform a task. Rather, it more closely resembles a form of "*voluntary servitude*," in which an individual agrees to carry out whatever tasks are requested by another party for a fixed period of time in exchange for a large sum of money.

The roles of a praestator can be illustrated with a few examples. You might hire a carpenter to design a table and prepare the wood, but a praestator to assemble it. You may have a serf who cultivates the land, harvests the crops, and delivers a portion of the yield, but a praestator who prepares that portion of the harvest so it can be handed to a cook or baker to be cooked or made into bread. You might have a butler who attends to all the needs of the household and of yourself, and then a praestator whose task is to attend to the needs of the butler. And so on, for almost any profession imaginable.

In a sense, praestator can be seen as the civilian equivalent of a squire for those who are not part of the military sphere or the knightly class.

Social Structure

The social structure of Metinna resembles that of other Nordling societies: pyramidal and divided into distinct classes. However, it is significantly less feudal than in other territories controlled by this human group, due to the nature of its economy. The bourgeoisie holds considerable weight within society, and social mobility is higher—at least among the urban population.

Because the secondary and tertiary sectors carry greater importance, there exists a larger working class than in many other regions, one that has the capacity to pursue entrepreneurship over the medium to long term.

Weapons Laws

As in other Nordling countries, in Metinna anyone may carry a weapon, and weapons are permitted everywhere. The difference lies in the fact that, rather than regulations being set by region, they are determined by each individual city. In practice, this means that only a specific type of weapon may be carried within a given city.

For example, in one city short swords may be allowed, while in another only daggers are permitted, and in others spears. This depends entirely on which weapon is most commonly used by criminals in that city, and which is considered most effective for combating them, according to the criteria of each local population.

Writing System

In Metinna, unlike in other territories inhabited by the Nordlings, the modern alphabet is not the only script used to write local languages. Instead, up to three additional writing systems are employed: the Markee alphabet, used widely as one moves farther east; the Mag Turga alphabet, used specifically in Mag Turga itself; and the Nilfgaardian alphabet, also used in Mag Turga, imposed by the palatine who governs the region on behalf of the Empire.

Women's Rights and Sexual Minorities

Women in Metinna enjoy the same rights as men. In fact, in some cases they even possess legal advantages over them. It is not a matriarchy, but it is the closest thing to one that can be found along the western coast.

The situation regarding sexual minorities is more complex. Homosexuality is not punished, nor is asexuality, but neither is socially well regarded. Bisexuality, on the other hand, is subject to prison sentences if discovered, as bisexual individuals are considered promiscuous and therefore a negative influence on society. Of all sexual minorities, demisexuals fare the best in Metinna; due to their condition, they are regarded as loyal and genuine people, who do not fall in love with appearances.

Demographics

Metinna has a low population density, as most of its inhabitants are concentrated in cities, especially along the coast or in border regions, since the land is not particularly fertile and a large part of the economy depends on trade, whether internal or external.

It is in fact due to this concentration of people in urban centers that Metinna displays a phenomenon uncommon in other cities of the Old Continent: the widespread existence of floors and apartments.

The population is estimated at around four million people, with the capital—unsurprisingly—being the most populous settlement. Of these four million, approximately 55% are of Nordling origin, 30% Markee, and 5% foreigners, whether minorities from beyond the seas such as Ofieri, Zangvebarians, Barsameni, and Melukkans, or Nilfgaardians and Nordlings from other countries, along with people of mixed ethnic backgrounds—a phenomenon especially common along the coast. The remaining 10% of the population consists of the

third ethnic group present in Metinna, the Magturgans, at 3% and non-humans and semi-humans, at 3% and 4% each, respectively.

Economy

Across most of the country, the land is not particularly fertile, allowing for the cultivation of only certain crops, such as grapevines. As a result, the bulk of Metinna's economy is focused on the secondary and tertiary sectors, with both domestic and international trade playing a major role. This is why its metropolises are so densely populated, as all of them are key hubs for these activities.

Notable examples of the importance of
the secondary sector include the fact
that Metinna produces esboda swords, considered among the lightest and sharpest cavalry blades on the Old Continent, as well as horse equipment and clothing. Indeed, Metinna is regarded by many as the tailoring capital of the western coast.

A clear example of the weight of the tertiary sector is everything related to the world of sports, which moves enormous amounts of money through betting, sponsorships for those who participate in horse races, arena combats, boat races, various minor national sports, and much more.

That said, the primary sector does exist, even if it is not as strong as in other regions. The subsoil of Metinna is rich in all kinds of minerals and metals, with the notable exception of the famed anti-magical metal dimeritium. These minerals and metals are used both for domestic consumption and for export in roughly equal measure.

In the interior, on the plains of Mag Deira, there are extensive ranches raising cattle and so-called Metinnese ponies. The Metinnese pony is white, extremely hardy, sure-footed, and intelligent—for a horse, of course. It is believed that the original stock was brought to the region by the Markee from the Velda delta. The tribute paid to Nilfgaard by the king of Metinna often takes the form of horses and horsemen.

Additionally, within the primary sector, thanks to the success of viticulture, Metinna has become renowned for its wine, the most famous of which is known as *Metinna Rosé*. Often described by connoisseurs as marvelous, it is a table wine

with a rich bouquet. Like the Markee themselves, it originated in the wineries of the Velda delta, but was brought to Metinna, where it became a national drink. The Metinnese are so proud of it that discussions about wine can easily escalate into shouting matches or even duels with Toussaintois, who on more than one occasion have accused the Metinnese of lying and claiming that Metinna Rosé comes from elsewhere—an accusation that infuriates them immensely and has, more than once, led to the aforementioned duels.

Etymology

The name Metinna has two origins. The first is a corruption of the name given to the region by the elves, *Estynedig Metynn*, meaning the *Extended Plains*, so called because the country's famous plains seemed never to end, no matter how far one walked. The second origin is connected to the founding of the Nordling kingdom's homonymous capital, Metinna, which was established near the mouth of the Yelena River, where fish of the genus Metynnis are abundant.

Fauna and Flora

The landscape of Metinna bears some resemblance to that of Kilan-Tal, but due to its more southerly location it possesses certain unique features that set it apart. One of these is that it is dominated by xerophilous plants adapted to drought, such as grasses and various shrubs with adaptations including deep root systems, small or hairy leaves, and thick cuticles to withstand heat and water scarcity. This also includes halophytic species in saline areas near the coast.

As for fauna, one encounters steppe birds such as the great bustard and the little bustard; mammals such as hares, rabbits, foxes, badgers, and wild boar; reptiles like the ocellated lizard and smaller lizards; and amphibians such as the common toad, alongside a rich variety of insects adapted to dry, open environments and scrublands. Larks, short-toed larks, and birds of prey such as the short-toed eagle and the Montagu's harrier are common. In addition, the plains are home to their apex predator, the brown cheetah, as well as wild horses and various unique bovine species, once wild but domesticated by the Markee in earlier times.

Examples of Metinnese Names

Male Names

Áles, Amáu, Anayo, Andresu, Anniu, Ánxelu, Arbidel, Artús, Ástor, Asur, Ayán, Baltesar, Bartuelu, Belardo, Belarmo, Benedictu, Benino, Bernaldo, Bilio, Canor, Céfero, Celedoniu, Celesto, Cencio, Chuis, Ciriacu, Ciru, Cloyo, Colás, Conráu, Dolfo, Doro, Elviro, Enol, Estéfano, Evariste, Farrucu, Firme, Fruela, Gayo, Horaciu, Ián, Illán, Inaciu, Isatai, Isaz, Iyán, Ladio, Lauriano, Lecio, Leyo, Lías, Licio, Llauriano, Llinos, Llinu, Llisardo, Llocayo, Llorenzo, Llorián, Llorienzu, Lluis, Máisimo, Mukwooru, Pahayoko, Pecos, Pelay, Peta, Petátt, Sofus, Virxiliu, Xabel, Xacobu, Xamín, Xelín, Xelu, Xenaru, Xenio, Xerónimo, Xervás, Xicu, Xinio, Xosepe, Xosepín, Xosepu, Xuaquín, Xuan, Xune, Xurde, Xustinianu, Zabornín.

Female Names

Achta, Adeleide, Agta, Aichta, Aita, Almina, Aluisa, Aluisia, Analidia, Analisa, Andreina, Andrina, Anghela, Angiolina, Annacassilda, Annafila, Annagheta, Annaleta, Annali, Annalis, Annamenga, Annamengia, Annapitschna, Annarosa, Annastasia, Annatina, Annigna, Annina, Annuota, Annuotta, Annurschla, Annutta, Anschutta, Antonetta, Arta, Artha, Atschalina, Baba, Babetta, Babigna, Babina, Ballonia, Balugna, Balungia, Barbla, Barblina, Barbulina, Barla, Beatris, Bertilla, Betha, Biatris, Bigna, Blancarda, Braida, Burga, Carlina, Carmelia, Castgina, Catregna, Catrina, Chatrina, Chiatrina, Cilgia, Clarigna, Colastia, Cresenzia, Culastia, Detta, Dorathea, Dorotè, Dumengia, Durthè, Fiana, Floura, Freana, Frona, Gada, Gelgia, Gialetta, Gilgia, Giulianna, Greata, Hannina, Heinrica, Hiazinta, Iulscha, Jeulscha, Laraina, Maclaina, Madlaina, Madleina, Magretha, Malietta, Margriata, Maribarla, Marioschla, Maroia, Mazzina, Memma, Naira, Nescha, Nonna, Notala, Onnamareia, Sefina, Sigisberta, Talina, Telgia, Teresina, Trinna, Ülscha, Violanda, Vrona, Zillia, Zivelina.

Unisex Names

Aaike, Abeltje, Adiël, Adrie, Adriën, Aimable, Akke, Alceste, Alde, Alexys, Aloé, Amance, Amasja, Amynthe, Anaclète, Anfel, Anjes, Anjo, Ardy, Arendje, Ariël, Armijn, Astrée, Aty, Audine, Ayco, Balbi, Balbijn, Basilique, Bauke, Bénigne, Bénilde, Bep, Bertrie, Béryl, Bliksem, Boudie, Boudy, Bouke, Brune, Caliste, Calliste, Camile, Carool, Ceciel, Cédrique, Celly, Ceriel, Cérile, Cérille, Chtel, Ciel, Cis, Ciske, Claasjen,

Clairy, Clarence, Claudy, Cléanthe, Clementijn, Corke, Corneel, Corneelke, Corneeltje, Correke, Crescence, Danon, Danthe, Dees, Déicole, Delaja, Dellis, Derkje, Diete, Dietje, Dominiek, Donyell, Elisée, Évangèle, Ezélie, Fransje, Fila, Gallyon, Gerke, Gijsje, Gosta, Glycère, Hadewig, Hiéronyme, Hotspurn, Jacq, Janoah, Jéronyme, Jorein, Kas, Kune, Laurijn, Lénaïc, Lucrees, Ludi.

Surnames

Accola, Albin, Albuerne, Alesch, Aliesch, Alig, Allamann, Andreoli, Andreossi, Andri, Andris, Andry, Anrig, Ans, Arpagaus, Arquint, Arquisch, Bäder, Badraun, Badrutt, Baeder, Balett, Banadurer, Bandli, Banzer, Barblan, Barbüda, Bardill, Bardola, Bärtsch, Baselgia, Basig, Bass, Batz, Bazzell, Bearth, Beeli, Berther, Bertogg, Biäsch, Biscuolm, Bläsi, Bottaio, Brazerol, Brüesch, Buelna, Bulnes, Cabalzar, Caduff, Cahenzli, Cajöri, Camenisch, Cangina, Caprez, Carreaux, Coalla, Cobello, Cordovero, Corsino, Cuaya, Feito, Hevia, Miyares, Tolivar, Zallas.

Geography

Most of the country is covered by plains, the famed Plains of Mag Deira, which are bounded to the west by the Yelena River and to the east by the Highlands of Mag Turga. This makes the territory easy to conquer in theory, but difficult in practice, as these plains gave rise to an excellent cavalry tradition—one of the reasons why Metinna ultimately became an imperial vassal, rather than being subjected to a different status under imperial rule.

Government

The government of Metinna consists of a feudal monarchy, much like the rest of the Nordling countries. The only notable difference is that, as a vassal state of the Empire, certain territories are not under Metinnese control despite technically belonging to it, but are instead administered directly by the Empire in exchange for a degree of autonomy similar to that enjoyed by other vassals.

The most notable case is Mag Turga, which, due to its strategic importance, is de facto a palatinate of Nilfgaard, even though de jure it remains part of Metinna.

History

Ancient Times

In very ancient times, before the First Conjunction, the land that is today Metinna was home to the bobolaks. In fact, it is believed to be the place where they first emerged or appeared in the world, from which they then spread outward, establishing settlements—less durable ones in Nazair due to its conditions, and more permanent ones in Mag Turga.

At least two purely bobolak polities are known: what are today the regions of Mag Turga and Mag Deira. It is likely, however, that many more such polities existed within what is now Metinna, bearing similar names, but that these were lost over the passage of ages. Bobolak dominance is thought to have lasted until the 2230s Before the Resurrection, ending with the Age of Migration, when the elves arrived in the territory and drove them out—both northward, leading to their presence in the modern borders of the Northern Kingdoms, and southward and eastward as well.

The Age of False Harmony

After the expulsion of the bobolaks, the elves—primarily the Aen Elle, and later to a lesser extent the Aen Seidhe, with some Aen Taoide colonies along the coast—settled in the region, calling it , *Estynedig Metynn, the Extended Plains*, and founding several kingdoms. Among these, the Aen Elle kingdom of Centloch and the Aen Seidhe kingdom of Glen Muire stood out, eventually becoming the regional powers.

At some point during the Age of Migration, however, conflicts began to arise between the two due to multiple differences that grew more pronounced over time. These tensions led to the destruction of other elven states and colonies through proxy wars, and once those lesser polities had vanished, the conflicts shifted directly between the two great powers themselves. Of these wars, Glen Muire ultimately emerged victorious, as the people of Centloch—due to a combination of near-constant violence and the directives of the Elle sages—quite literally vanished from the world, departing with the rest of their kind to a more "*interesting*" universe. This left what is today Metinna entirely in the hands of their rivals.

This state of affairs did not last long, however, as the bobolaks once again —this time aided by dwarves and gnomes— attempted to reclaim their ancestral

homeland, subjecting the region to renewed conflicts, eventually reclaiming only a small portion of it. These struggles only served to weaken both groups, leaving them vulnerable enough that, when humans finally arrived, they were able to finish them off.

The Arrival of Humans

Humans appeared in the 230s Before the Resurrection, with the First Conjunction of the Spheres, in what is today the region of Mag Turga. These were the Wozgor people, and it is in fact theorized that Mag Turga was their precise place of origin. Despite this, there was little change to the status quo of what would later become Metinna, except for confrontations with the bobolaks over territory, and the Wozgor adoption of the cult of Lilit from these non-humans. Due to the nomadic nature of this human ethnic group, the cult would eventually spread far beyond their original borders, reaching territories they would one day come to inhabit.

The Markee arrived much later, between 170 and 10 Before the Resurrection, fundamentally altering the situation of the region through their conflicts with the remaining bobolaks and with the elven kingdom of Glen Muire.

The Equine Wars

The arrival of the Markee in the territory during the previously mentioned dates marked another step in the slow decline of elven hegemony in the region. It gave rise to what were aptly named the Equine Wars, so called because of the crucial role played by cavalry, when the Markee way of life clashed with elven mentality. The earliest bloodlines of half-elves are believed to date from this period, the result of non-consensual relationships.

However, due to the Markee presence in the eastern parts of what would later become Metinna, this did not bring about the end of the elven kingdom, but rather a reduction in its size. The elves lost control over all their eastern territories and entered into a tense cold war-like coexistence, which would only come to an end when the Nordlings arrived and finished the work begun by their human contemporaries, during the early 9th century, in the period of expansion of the then-young Kingdom of Metinna.

Arrival of the Nordlings and the Era of the Three Kingdoms

When the Nordlings arrived in Metinna in the 760s After the Resurrection, they settled along the coast, far from any contact with the Markee and the loose confederation of plain-based kingdoms and fortresses collectively known as the Thyecloan (Markee, literally Homes of the Plains). During this early period, they founded three city-states: Metinna, Agüegres, and Verdosu. These would later be represented on their coat of arms and banner by three castles, alongside the blue, black, and green tricolour.

Following their foundation, more specifically between the 760s and the 800s, these cities ceased to function as independent city-states and gradually evolved into fully fledged kingdoms. Over time, increasing interconnection between their noble houses led to a progressive unification process. By the early 9th century, the king of Metinna was able to claim control over the other two countries through blood ties, thus giving rise to the Kingdom of Metinna as a unified state.

Expansion of the Kingdom of Metinna

As the kingdom grew in size, it also grew in ambition, giving rise to what would later be known as the Marching Campaigns (so named for the lasting marks they left behind). From the 800s After the Resurrection through the 810s, the kingdom began to steadily acquire more and more territory, until it eventually clashed with the Thyecloan. Although the Thyecloan were initially able to offer resistance thanks to the Markee mastery of horsemanship, they ultimately fell due to superior Nordling technology, among other factors, since the Markee lands were incorporated through a combination of conquest, diplomacy, and economic integration, finally giving rise to modern Metinna with borders close to those it holds today.

By the early 9th century A.R., most of the Markee population had been assimilated into Nordling society. Nonetheless, they retained significant elements of their cultural identity, particularly in the region of Mag Deira, where horse breeding and winemaking continued to be practiced according to ancient Markee methods.

The Sangreal Empire

Around the 10th century, the easternmost parts of Metinna were conquered by the Sangreal Empire (named after its ruling dynasty), a Nordling empire that stretched from western Franq (later misidentified by Nordling historians as Haakland), across

Toussaint, through the already mentioned eastern territories of Metinna, and deep into Gemmeria, nearly reaching the borders of Magne and Etolia.

Fortunately for the Metinnese, the empire's presence in their region did not last long, for by the 11th century its borders had been reduced to roughly a quarter of what would later become modern Toussaint. The most notable legacy it left in Metinna consisted of certain constructions and the spread of the Scholar's Tongue throughout the region as a lingua franca. This language was that of the first human empire, the Imperium (not to be confused either with the later Sangreal Empire, which was modeled in its image, or with the Nilfgaardian Empire, which was also partially modeled upon it). In Metinna, as in many other Nordling-inhabited lands, the Scholar's Tongue would serve as the basis for the later mixed creole or hybrid language that became known as Common Nordling.

After the Sangreal Empire withdrew, the modern borders of Metinna were fully defined, and from the 11th century until nearly the mid-12th century, Metinna would enter its golden age.

The Metinnese Influence

By the 1140s A.R, Metinna was a kingdom of such influence that the projection of its power reached as far as distant Zerrikania. In order to benefit mutually, both countries arranged a marriage between the then prince of Zerrikania and the princess of Metinna in 1146. Unfortunately, the wedding never came to pass, for during the journey from Zerrikania to Metinna in the autumn of that year, the infamous Day of Fire occurred, and the prince perished in the event, becoming part of the half of the Zerrikanian royal family that was among its victims.

After this, ties between Metinna and Zerrikania were gradually severed until they disappeared altogether. This marked the beginning of the kingdom's decline, culminating in its conquest by the Imperials in the early—almost mid—13th century.

Reign of Zivelina

The end of the 12th century was a turbulent period for Metinna, beyond the loss of a potential alliance with distant Zerrikania in the 1140s. A plague known as the Reddening—so called because of the extremely high temperatures it induced in the body, to the point of "*turning it red*" due to the heat generated—ravaged the country when the disease jumped from horses to humans. Among its victims was

the entire royal family, who perished as a result. This triggered an institutional crisis of such magnitude that the country was on the verge of fracturing into several states, were it not for the intervention of a distant cousin of the royal line: the sorceress Zivelina.

With the aid of the gnome Rumplestelt—whom she had promised her firstborn in exchange for his help, the pact being sealed through the Law of Surprise—Zivelina managed to avert this fragmentation by overcoming all her rivals and ascending to the throne of the kingdom.

Her reign was brief but intense, as the plague was still ongoing, lasting barely five years.

During her rule, the queen provoked a war against distant Nilfgaard, believing she could exploit the spread of the plague to her advantage in order to create a Metinnese empire. In doing so, she made the then-young empire intimately familiar with this far-off enemy, ultimately planting the seeds of Metinna's later vassalage when Nilfgaard would begin the Northern Wars (1230s–1272 in Nilfgaardian chronology). The war ended in a stalemate, though some claim it was in truth a defeat for Metinna, as the plague struck Nilfgaard heavily, and what they called the Metinnese fever would not be easily forgotten, fostering the resentment that would motivate part of the conquest almost a century later.

Toward the end of her reign, Zivelina bore her first child, and both she and the infant died at the hands of another outbreak of the plague, leaving the throne to her husband, who two years later would remarry and found a new dynasty in the kingdom. According to legend, her death and that of her child were the result of defying Destiny, since when Rumplestelt came to claim the child, Zivelina is said to have used magic to banish him. More likely, however, is that as a magic user, Zivelina became infected through carelessness, believing that magic would protect or cure her, and subsequently infected her child for the same reasons.

Conquest of Metinna

Metinna was conquered, as previously mentioned, in the year 1241, during the reign of the emperor later known as the Usurper. Motivated by a mixture of resentment—since part of his family had died from the Metinnese fever—and emboldened by the vassalage of Ebbing in 1239 and that of Maecht earlier that same year of 1241, he decided to launch the conquest of Metinna, taking advantage of the lack of significant geographical barriers. The conquest was

achieved within that same year, largely due to the sheer number of troops at the Empire's disposal—forces considerably strengthened by the two new vassals, who were obliged to provide auxilium—when compared to a Metinna still recovering demographically from the Reddening and the war of the late 12th century.

Thus, by mid-autumn of that year, the kingdom fell under imperial control, and the Province of Metinna was established, following the model applied to other territories farther south. This arrangement, however, at least de facto, proved short-lived. The Metinnese soon initiated a guerrilla conflict later known as the Fragmented War—so named because it consisted of very rapid skirmishes carried out by Metinnese forces. In this conflict, the remnants of the defeated Metinnese army sought to weaken the Empire by exploiting their advantage in cavalry, despite the fact that there was a degree of acceptance of the new rulers among the local population, owing to the fact of having a similar mentality to that of the Imperials.

The war came to an end by mid-1242, not through massacre or an increase in imperial oppression, but rather through a treaty: the Treaty of Neunreuth. Under its terms, the Empire allowed the local dynasty to govern with relative autonomy, implementing a model similar to that used in Gemmeria, thereby de facto transforming Metinna into a vassal state—until the next emperor, Emhyr, would make this status official. It should be noted that this outcome was not due to Metinna posing a serious problem for the Empire, but rather because imperial attention had already turned toward Metinna's northern neighbor, Nazair, and all available resources were needed for what was expected to be a difficult conquest due to the region's terrain. This expectation proved accurate, as the conquest of Nazair would ultimately take six years to complete successfully (1243–1249).

The Province of Metinna

After the conquest of the kingdom, as previously mentioned, the Province of Metinna was created, grouping together the kingdoms of Maecht and Metinna. This was done primarily due to their proximity and orography (both being almost entirely flat), as well as because the Imperials failed to fully grasp the cultural differences between the two territories.

This situation would change, as also noted earlier, when Emhyr var Emreis came to power in 1257. He dissolved the administrative unit, keeping both realms as separate vassals from that point onward. According to official history, this

decision was made in order to ease the bureaucratic burden; however, all evidence suggests that a certain "*fondness*" for the kingdom of Maecht may also have influenced the measure.

The Metinnese Rebellion

Twenty years after the conquest, some time after the Nilfgaardian defeat at the Battle of Sodden Hill (1263), the Metinnese rose up in what became known as the Metinna Rebellion. The uprising was, however, suppressed within the same year by junior army commanders, whom Emhyr var Emreis intended to promote as replacements for those who had failed him at Sodden.

In fact, it was thanks to the effective performance of these commanders in quelling the rebellion that Emhyr and his court—among other, more significant factors—were partly encouraged to launch a second war against the North, with the stated aim of "*civilizing*" those "*Nordling barbarians*."

Distant Future

During the Haaki Invasion of 1350, Metinna was severely affected, as the country's plains—similar to those of the eastern invaders' own homeland—allowed them to sweep through the vassal kingdom from end to end. This devastation emboldened their forces to press even farther north.

Language

The official and most widely spoken language in Metinna is Nordling Common, followed by the Markee–Nordling creole, spoken by the Markee and their mixed descendants, as the original Markee language was eventually lost after the arrival and conquest of the Nordlings. Nevertheless, attempts to reconstruct it based on the creole have taken place.

To a lesser extent, other languages spoken include commercial pidgins, Nilfgaardian, and Metinnese, an isolated evolution of Common Barsameni, spoken by the descendants of the refugee crisis of the 1060s, which caused populations from Barsa to travel as far as Cidaris.

Monsters

As is also the case in Maecht, due to the country being so flat, Metinna suffers from a scarcity of terrestrial and flying monsters. Most of these beings, taking advantage of the open terrain, simply migrated elsewhere thanks to the lack of obstacles across the plains. As a result, those that remained are largely limited to aquatic monsters along the coast and rivers, or to subterranean or semi-subterranean monsters.

Two notable examples are shaelmaars and the extremely dangerous—though rare in many regions—catoblepas. In fact, since catoblepas are related to bovines, they are sometimes used (when, with great luck, they are captured alive) to breed hybrids that are commonly employed in the arenas of Metinna for one of the many spectacles held there: bullfighting.

Non-humans

The land that is today known as Metinna was originally inhabited, as previously mentioned, by the bobolaks, and it is believed that this was in fact the place where they first appeared. They were later driven out by the elves upon the latter's arrival, forced to migrate farther north. It was not until the fall of elven dominance as already mentioned as well, aided by new alliances forged with dwarves and gnomes, that the bobolaks managed to reclaim parts of their homeland—albeit only for a brief period—until the arrival of humans. During this time, they shared the land with the remaining elves, albeit reluctantly.

As a result, in Metinna—as in other Nordling-inhabited territories—remnants of these non-human peoples are still present. That is, whether in reserves or ghettos, one may find dwarves, gnomes, bobolaks, as well as elves and half-elves. In order of abundance, elves are the most numerous, followed by bobolaks, then gnomes and dwarves. The latter two, as in other Nordling lands, tend to be the best integrated into society, largely due to their mentality.

Vampires

Unlike in almost the entirety of the western coast, where they live in hiding, blending in among ordinary humans, there are places in Metinna where—strange as it may seem—humans and vampires (specifically higher vampires) coexist with a certain degree of harmony, and do not suffer the discrimination or persecution found elsewhere. They are not as fully integrated as gnomes or dwarves, but they are present nonetheless. Indeed, there is known to be a valley in the

Metinna Corridor openly ruled by them.

Witchers

Of all non-humans, witchers suffer the greatest discrimination in Metinna—not for being mutants per se, but because of their perceived "*amorality*." This reputation stems from the period following the fall of the Order of Witchers, afterwhich members of three schools who operated in or around the kingdom contributed heavily to their infamy.

First were the amoral, unstable, and openly anti-neutral members of the School of the Cat; second, the members of the School of the Viper, who were likewise known to accept contracts against both humans and non-humans; and worst of all, a splinter faction of the School of the Cat, even more specialized in assassination and mercenary contracts, who deliberately adopted the natural opposite of the cat as their symbol: the members of the School of the Rat. These were said to be (partially) nomadic, but instead of traveling in caravans, they moved with a roaming circus. They put on shows during which they allegedly abducted potential candidates, later taking them to a secret stronghold in the interior of the country to be transformed.

The resulting social panic was so intense that traveling circuses are still viewed with suspicion to this day, despite having no actual connection to those events. Fixed-location circuses, however, are not stigmatized and are considered part of Metinna's entertainment world, often replacing theater in many cities.

Notable Locations

Arenas

- Granlluengarra

Castles/Keeps/Citadels

- Dun Ichaer
- Mollu
- Warengaarde

Cities

- Metinna (capital)
- Neunreuth
- Rideaux
- Oberstad
- Tergano
- Waren

Forts

- Mettlac
- Tosses

Hamlets

- Arookbaian
- Agurtzane´s Knoll
- Rogitiak

Lakes

- Loc Ichaer
- Loc Magiore
- Loc Nementh

Mountains

- North Bruuktra Mountains

Magic Academies

Female

- Brixit

Male

- Taranis

Regions

- Bruuktra Heath
- Mag Deira
- Mag Turga
- Menton
- Metinna Corridor
- Mil Trachta
- Oudshelen

Rivers

- Tergano
- Sylte
- Yelena
- Yellen

Ruins

- Glen Muire
- Tor Maska
- Tor Wásh
- Tor Zirael

Towns

- Avola
- Caravista
- Caselle
- Decance
- Effeir
- Fiano
- Forgeham
- Oudshelen
- Menton
- Noceto
- Saar
- Serignan
- Selete
- Verras

Valleys

- Sudduth Valley

Religion

Unlike other Nordling territories, Metinna does not follow the decentralized, polytheistic, and often somewhat chaotic Nordling religion—at least not in any widespread manner. Instead, it follows a different faith, one of a monotheistic nature, centered on the worship of the goddess Bendis, Bendys, or Bandys (depending on the region of Metinna). She is the goddess of the moon, the hunt, forests, love, and motherhood, and is accompanied by her spiritual foxes, which represent other aspects of the universe.

Among the Metinnese, it is common to hear that Bendis created the world both as an act of the purest love—so that her children and descendants, that is, humanity, might have a home—and in order to create the perfect hunting ground in which to prepare, together with her foxes, for the final hunt. From the moon, her dwelling, she is said to watch over and ensure that nothing grave befalls the world, aided by the cycles of that celestial body.

This religion is so widespread that Bendis herself is represented on the coat of arms, and a metal exists—white, translucent, and naturally filled with a glitter-like substance—which is capable of retaining heat to the point of burning for long periods of time. This metal shines (as does its quasi-glitter) when struck by sunlight, much as the moon does at night, and is known as bendisium in her honor. Not even vassalage to the Empire eradicated this faith in favor of the Great Sun; instead, it merely gave rise to a minor syncretic cult, which worships the Great Sun as another aspect of Bendis.

Toponymy

The toponymy of Metinna can be divided into three major categories. Places named by the bobolaks (such as *Mag Turga* and *Mag Deira*), places named by the elves (such as *Glen Muire* and *Centloch*), and places named by humans (such as *Metinna* and *Menton*), whether Nordling or Markee.

Image Credits

- *Metinna Coat of Arms* by SMiki55

Trivia

- Most Metinnese names are a mixture of Asturian names, names of Belgian origin, and Romansh names, alongside Comanche names used by the Markee and by people of mixed Markee–Nordling heritage. The inclusion of Romansh and Belgian names was chosen not only to represent the language in the case of the former, but also because of Metinna's relative proximity to Toussaint. It is worth remembering that in *Blood and Wine*, Beauclair features an entrance known as the Metinna Gate.
- Most of the locations of Metinna from this article are either canon, invented, or part of Lubrica8tedLad´s map.
- The reference to human–vampire coexistence draws inspiration from certain elements of *Vampire: The Masquerade* lore (more specifically, the Second City and the Salubri clan), as well as from the video game *The Blood of the Dawnwalker*[W], developed by former members of CD Projekt Red. The latter is a dark historical fantasy game set in the fictional Vale Sangora, a valley near Romania ruled by vampires.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-fanon.fandom.com/wiki/Metinna. Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.